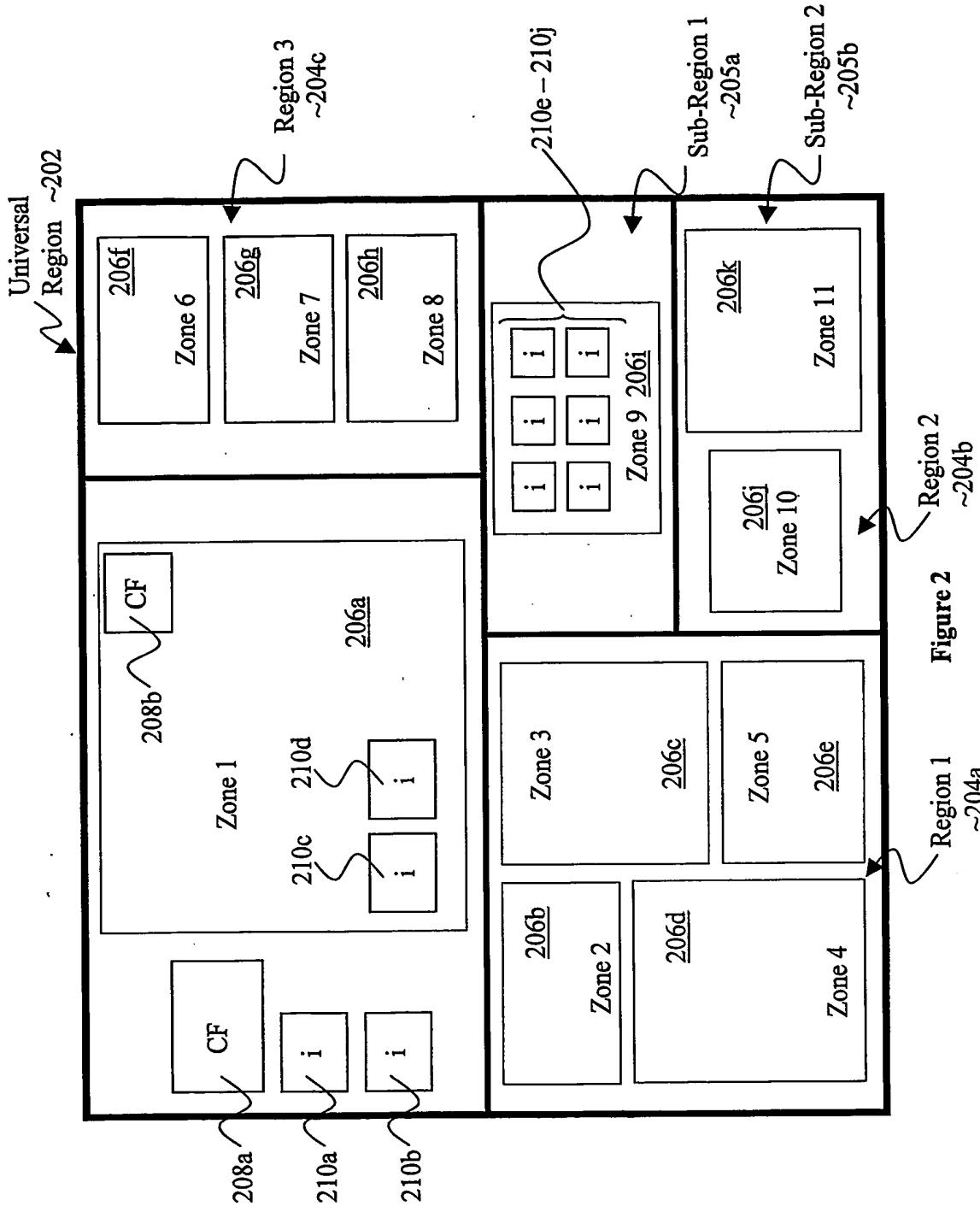


Figure 1



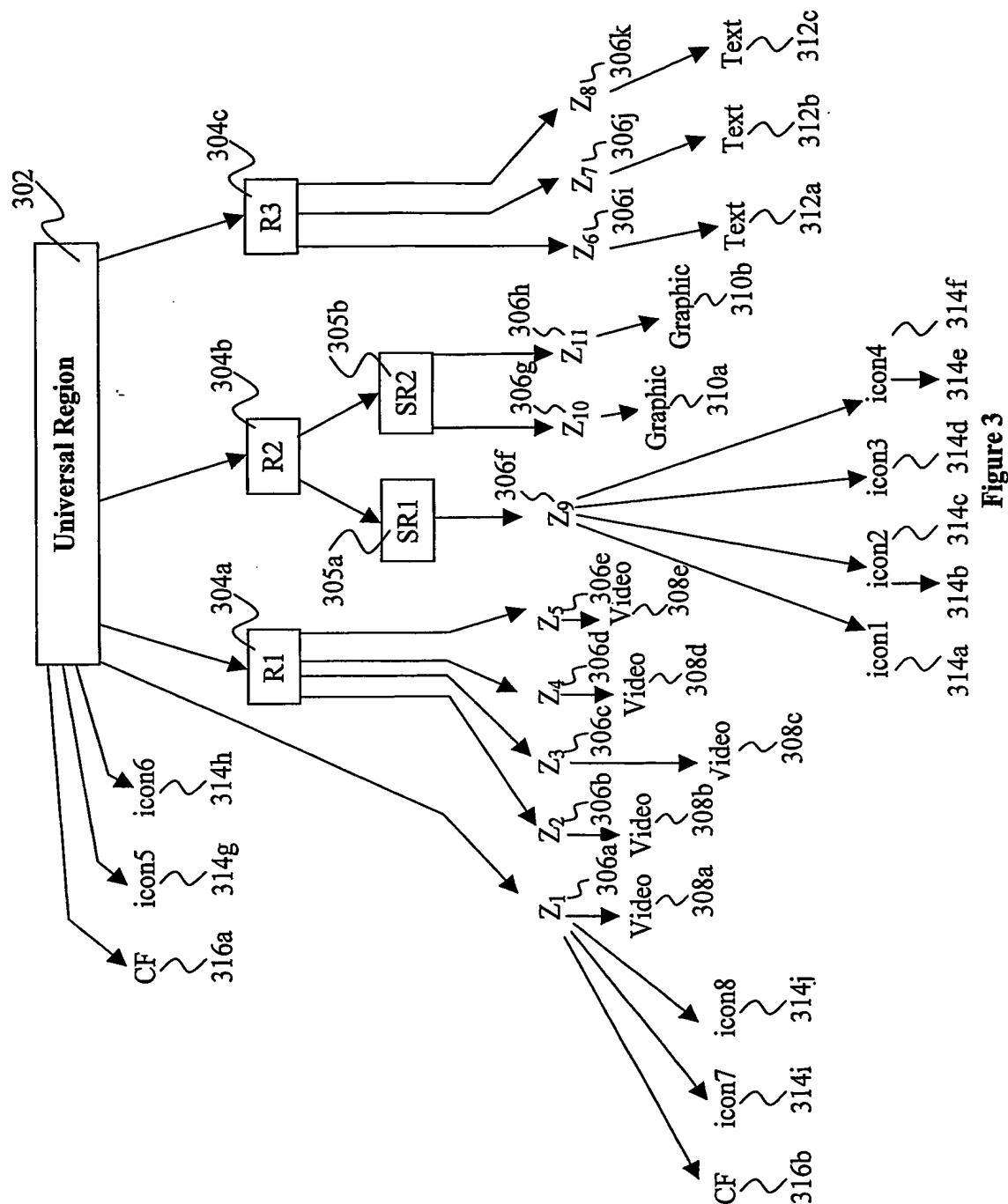
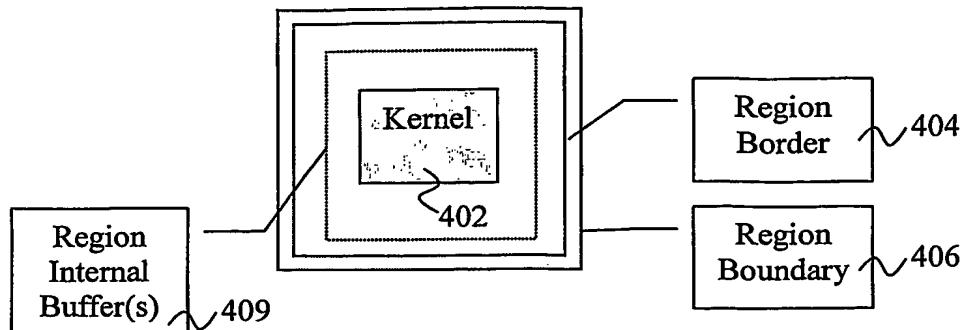


Figure 3



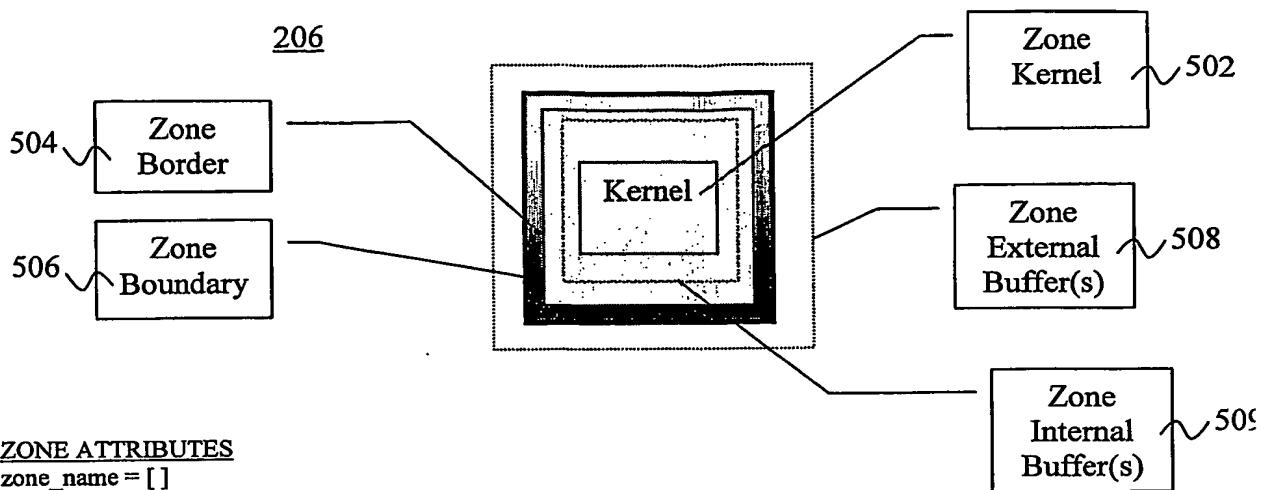
REGION ATTRIBUTES

```

region_name = []
region_adaptive_mode = [auto_expansion_mode, default_size_mode or replace_lowest_priority_zone]
region_type = [ dynamic, fixed ]
region_position = [ movable, stationary ]
region_zone_list = [ zone_names, none ]
region_zone_alignment = [ center, top, bottom, right, left ]
region_base = []
region_height = []
region_center_position = [ x, y ]
region_maximum_size = []
region_background = []
region_border_texture_on = [ Y, N ]
region_texture = [ options ]
region_max_allowable_zones = []
region_kernel_area = []
region_kernel_base = []
region_kernel_height = []
region_border = [ Y, N ]
region_border_thickness = []
region_border_color = [ options ]
region_border_texture_on = [ Y, N ]
region_border_texture = [ options ]
region_border_shading_on = [ Y, N ]
region_border_shading = [ options ]
region_border_blinking = [ Y, N ]
region_border_transparent = [ Y, N ]
region_boundary:
region_boundary_thickness = []
region_boundary_color = [ options ]
region_internal_buffer:
region_internal_buffer_height = []
region_internal_buffer_base = []
end_of_region_name

```

Figure 4

ZONE ATTRIBUTES

```

zone_name = []
zone_type:
zone_type_video = [ Y, N ]
zone_type_data = [ Y, N ]
zone_type_image = [ Y, N ]
    zone_type_text = [ Y, N ]
zone_region_association = [ region_name, options ]
zone_priority_level = [ 1, 2, 3 ]
zone_center_position = [ x, y ]
zone_center_position_default = [ region_name, region_center_position ]
zone_overlap = [ Y, N ]
zone_base = []
zone_height = []
zone_upper_left_vertex = [ x, y ]
zone_maximum_size = []
zone_frozen = [ Y, N ]
zone_fixed = [ Y, N ]
zone_position = [ movable, stationary ]
zone_kernel:
    zone_kernel_base = [ x ]
    zone_kernel_height = [ x ]
zone_border = [ Y, N ]

zone_border_thickness = []
zone_border_color = [ options ]
zone_border_texture_on = [ Y, N ]
zone_border_texture = [ options ]
zone_border_shading_on = [ Y, N ]
zone_border_shading = [ options ]
zone_border_blinking = [ Y, N ]

```

Cont'd at right column

Continued from left column

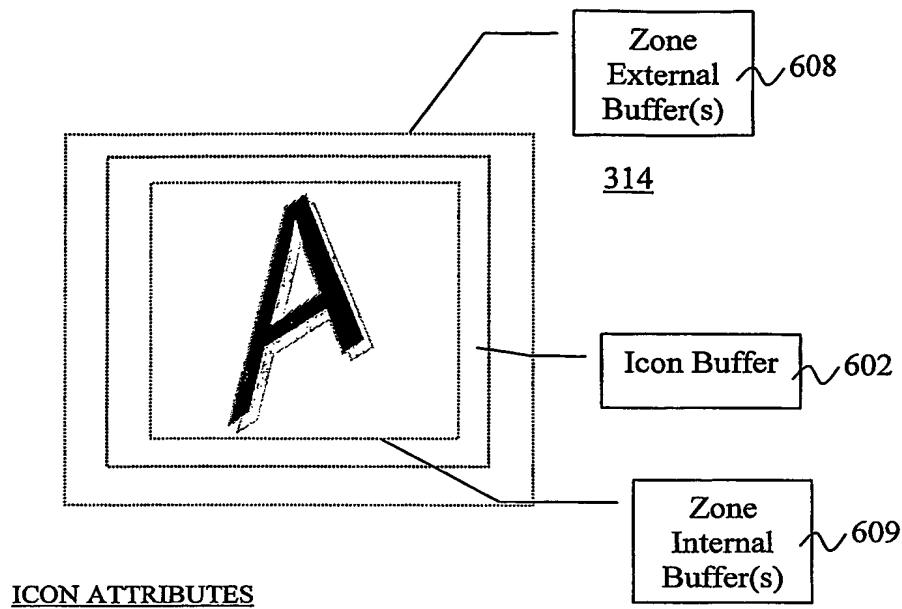
```

zone_border_skin = [ list: option_names, null ]
zone_border_data_layer = [ attachable_data_base_name
]
zone_border_data_layer_font_size = [ font_size ]
zone_border_data_layer_font_size_minimum =
[ font_size ]
zone_border_data_layer_font_size_maximum =
[ font_size ]
zone_border_data_layer_position = [ top/left, bottom/left
]
zone_border_button_icon = [ button_icon_name ]
zone_border_button_icon = [ top/right, bottom/right ]
zone_boundary:
zone_boundary_thickness = []
zone_boundary_color = [ options ]
zone_external_buffer:
zone_external_buffer_height = []
zone_external_buffer_base = []
zone_internal_buffer:
zone_internal_buffer_height = []
zone_internal_buffer_base = []
end_of_zone_name

```

Figure 5

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```
image_icon_name = [ ]
image_icon_type = [ none, image_icon_type_name ]
image_icon_name_association = [ zone_name ]
image_icon_center_position = [ x, y ]
image_icon_actual = [ bit_map_name ]
image_icon_buffer_base = [ ]
image_icon_buffer_height = [ ]
image_icon_upper_left_vertex_position = [ x, y ]
image_icon_association = [ region, zone, none, attached, button ]
end_of_image_icon_name
```

Figure 6

UNIVERSAL REGION

- Clear
- Contract
- Expand
- Remove
- Set Attributes

REGION/SUB-REGION

- Same As Universal Region Plus
- Create & Delete

ZONE

- Same As Region Plus
- Move & Place

ICON

- Same As Zone
- Minus Contract & Expand
- Plus Launch

Figure 7

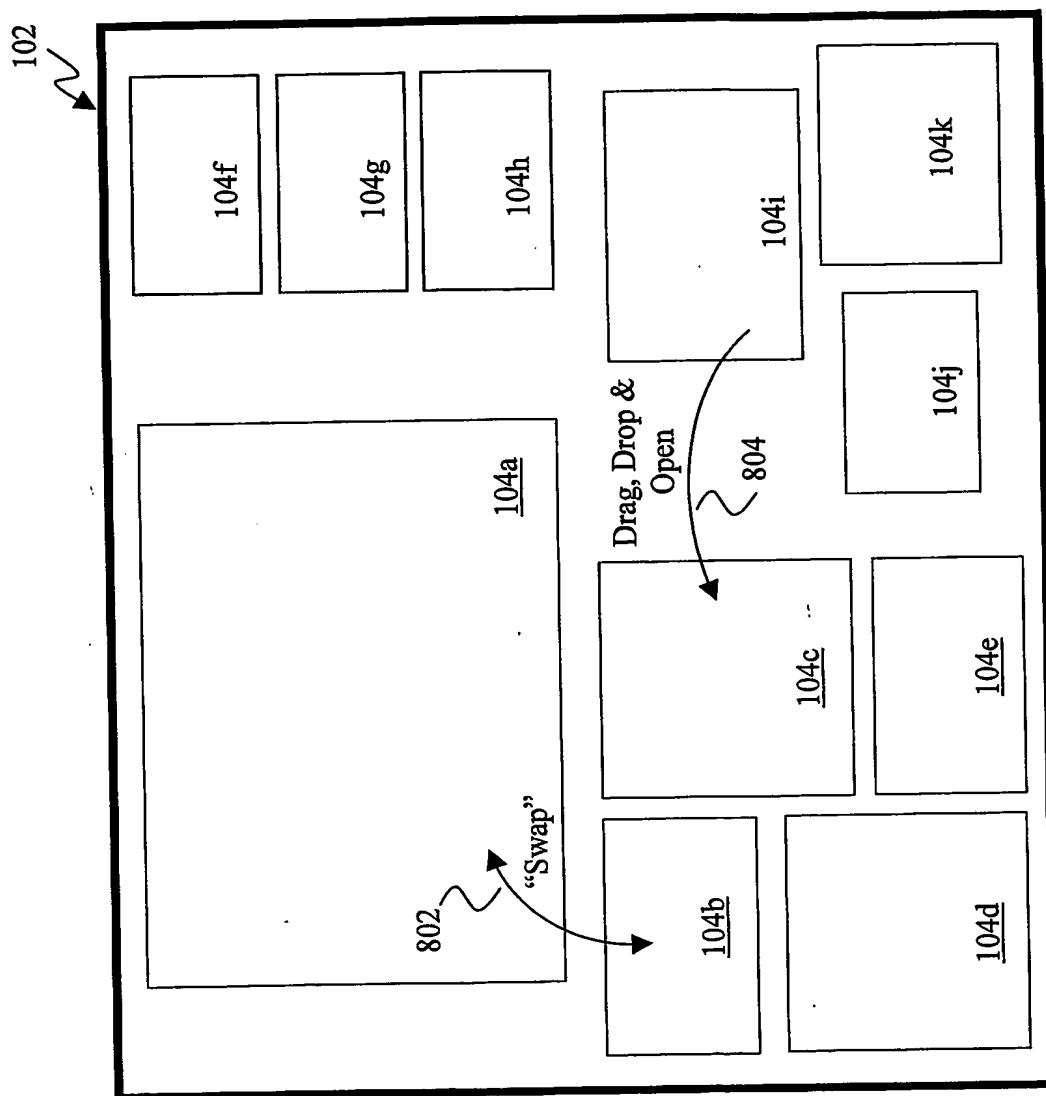


Figure 8

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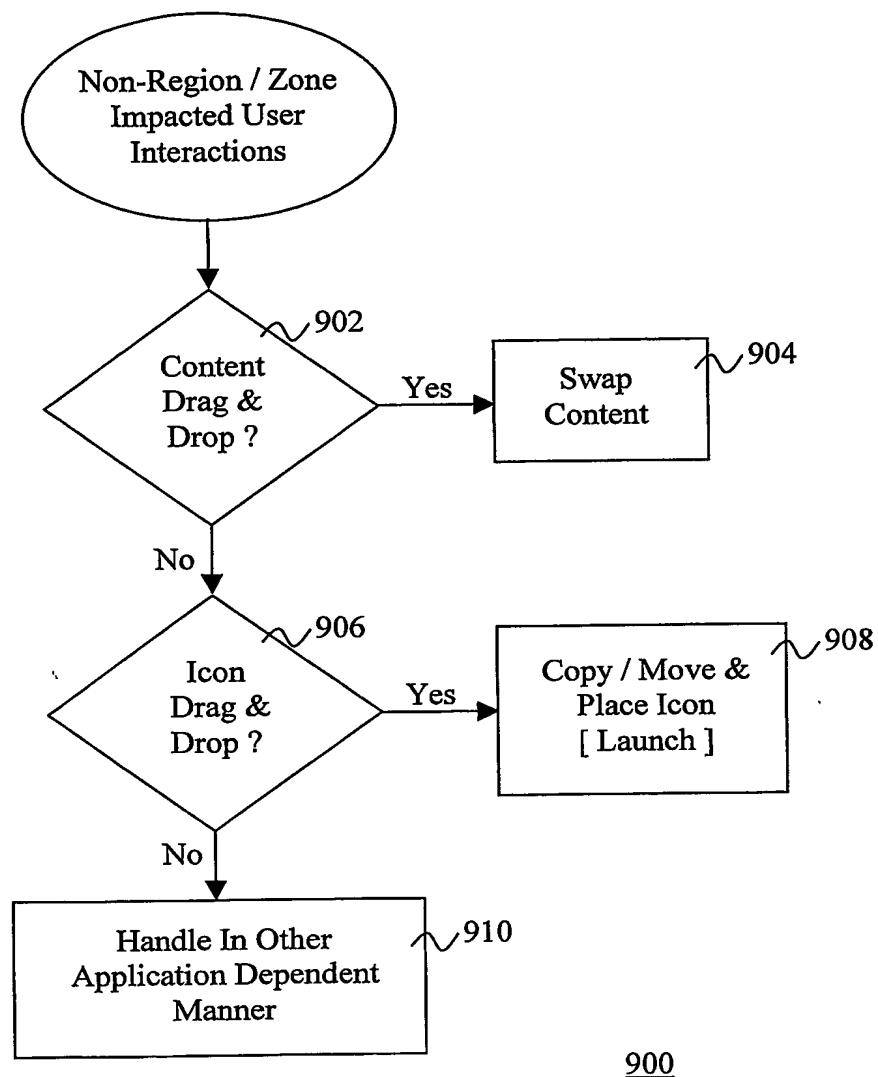
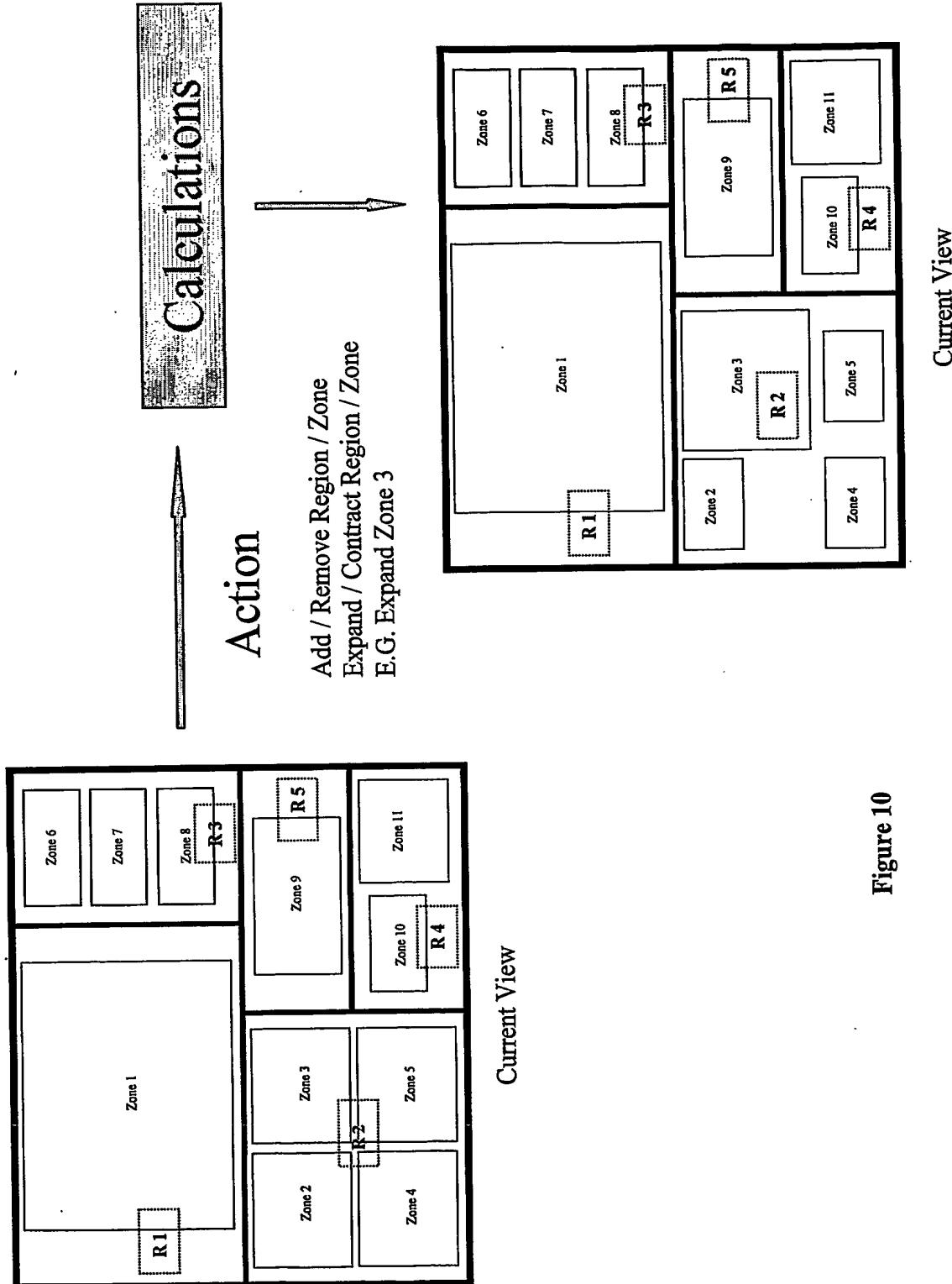


Figure 9

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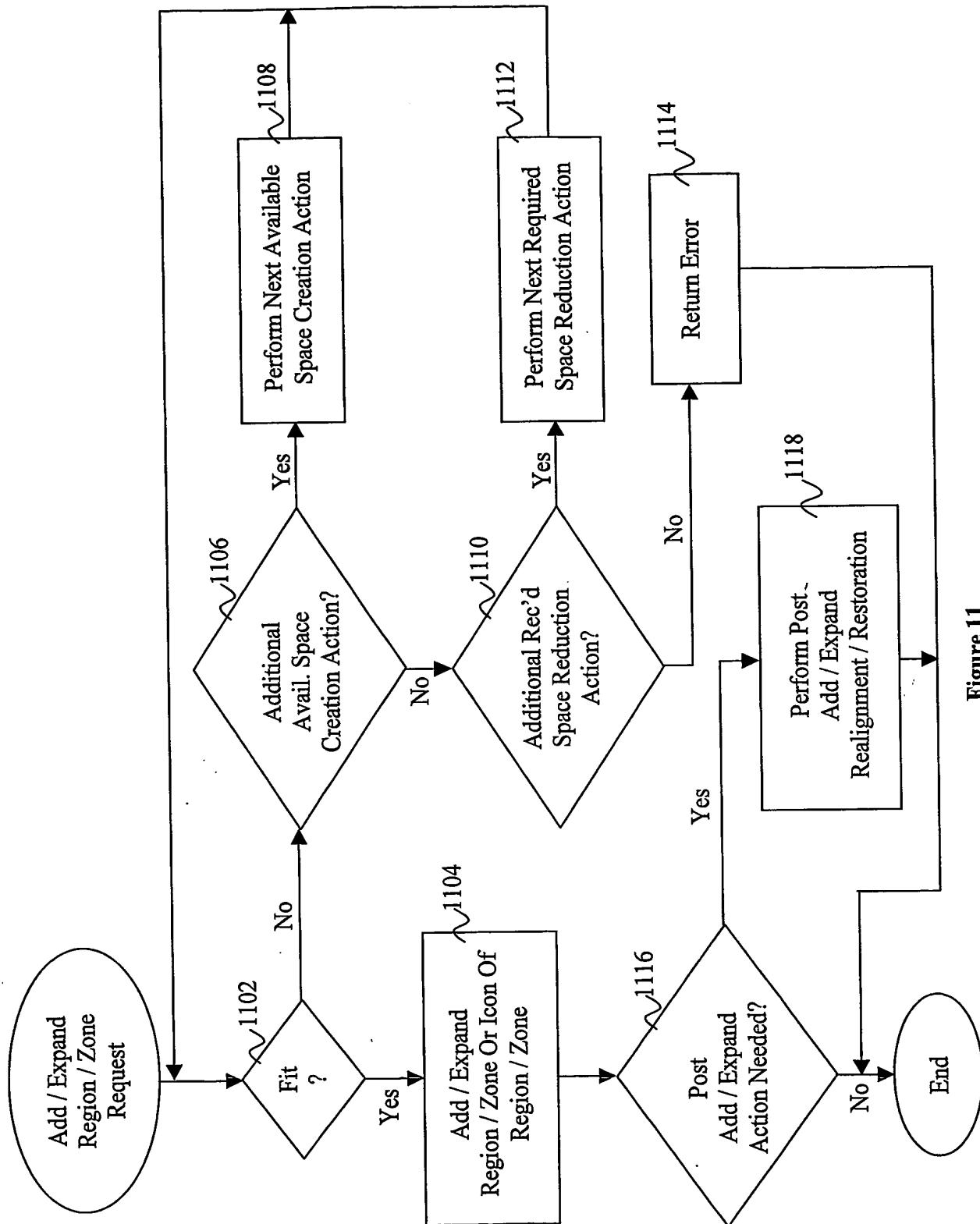


Figure 11

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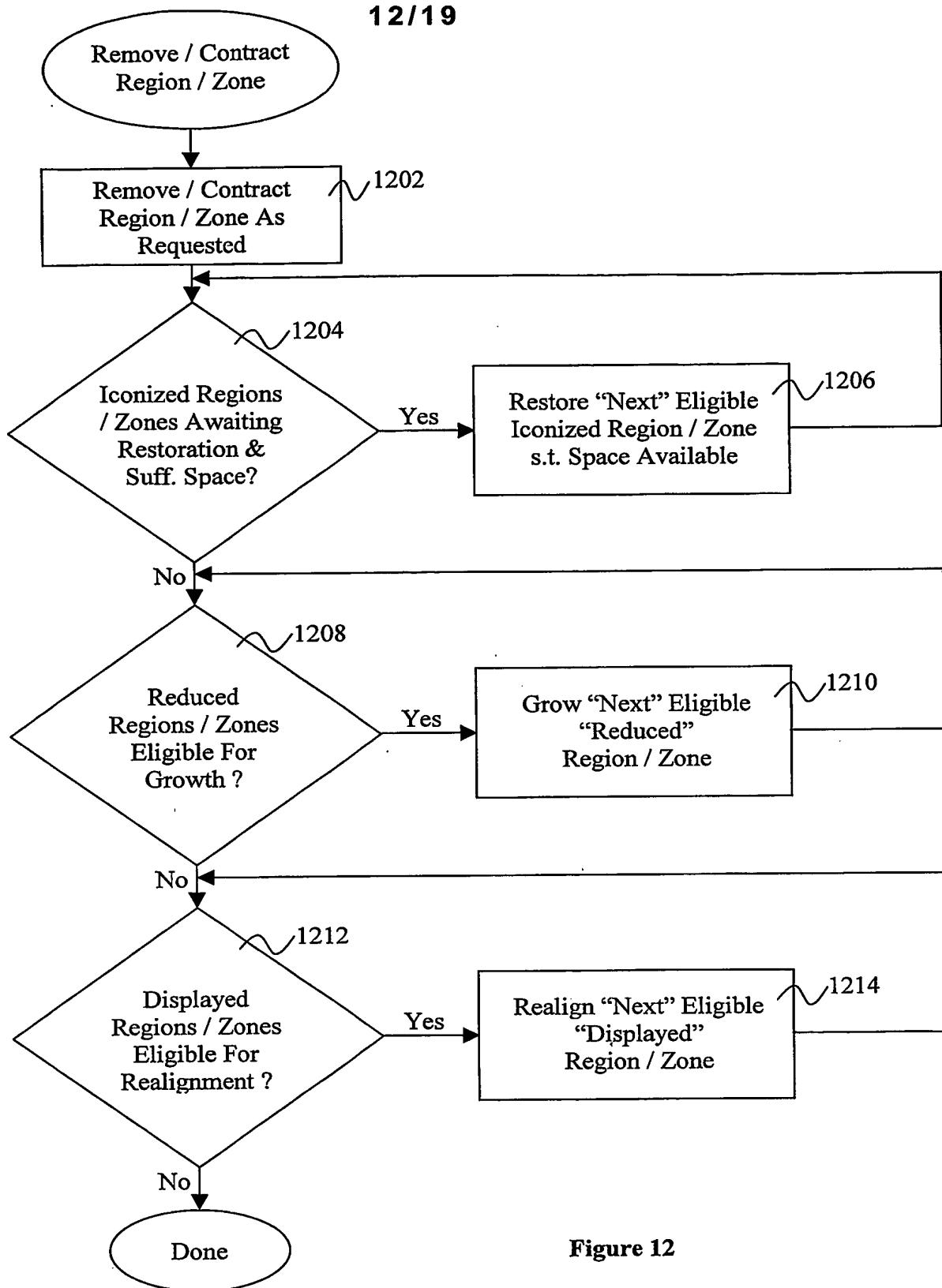


Figure 12

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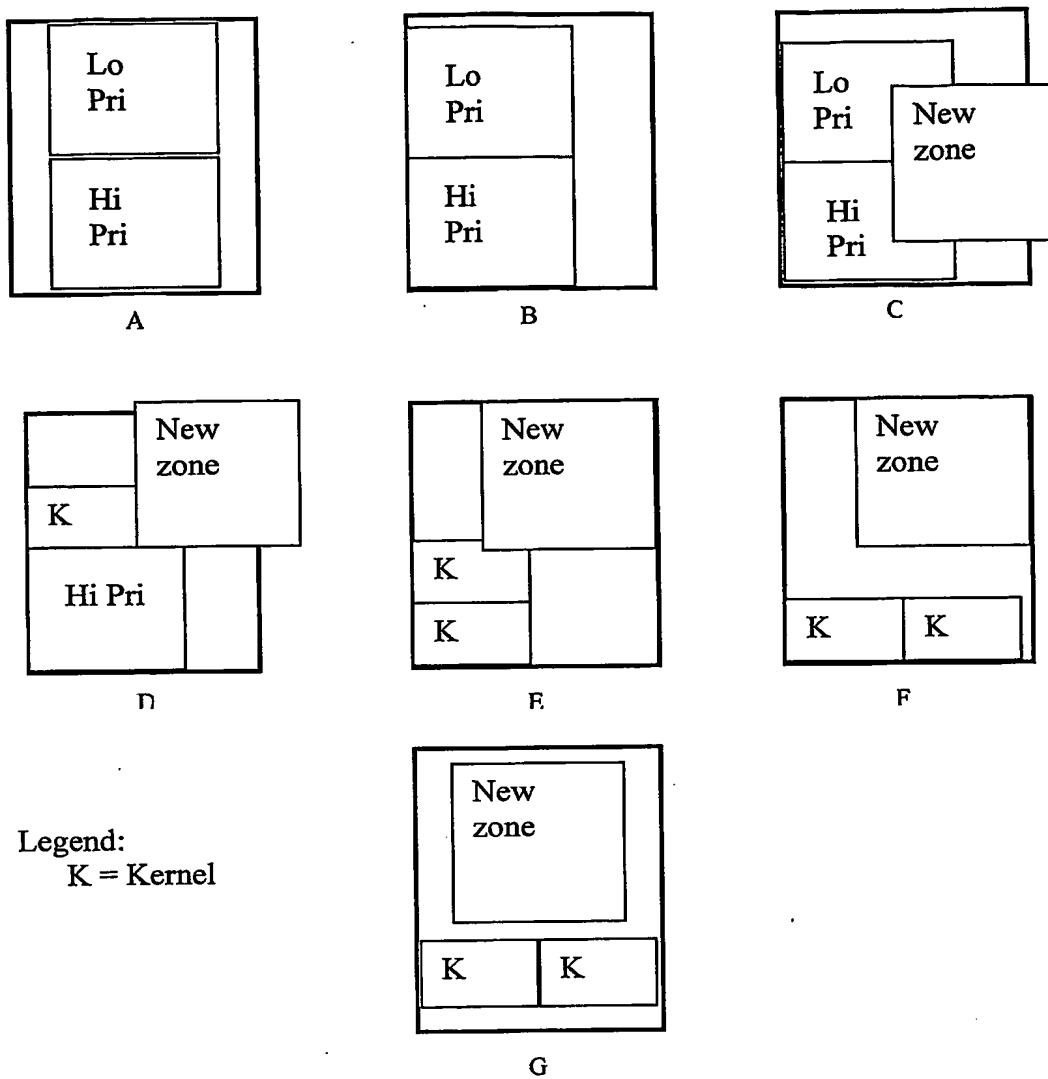


Figure 13

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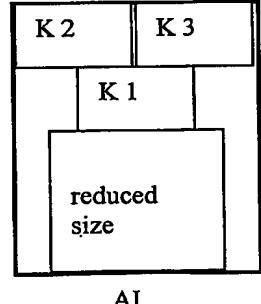
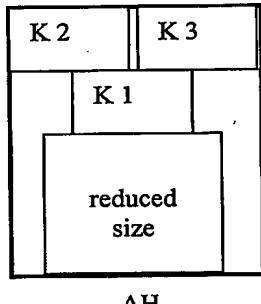
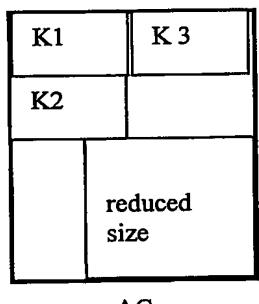
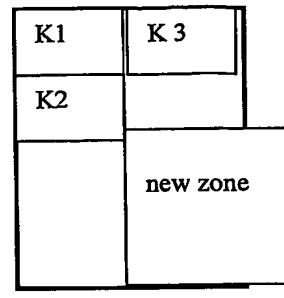
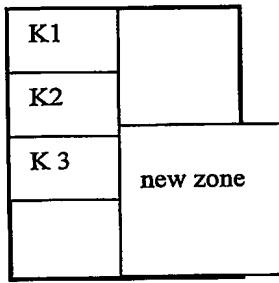
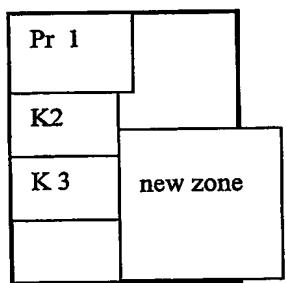
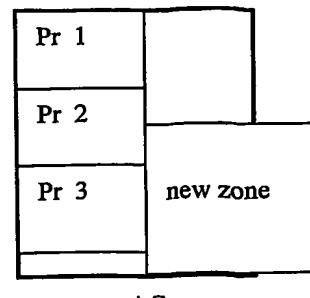
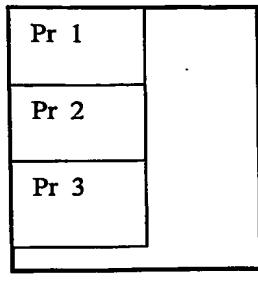
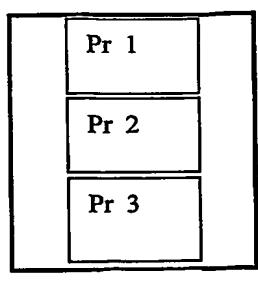


Figure 14

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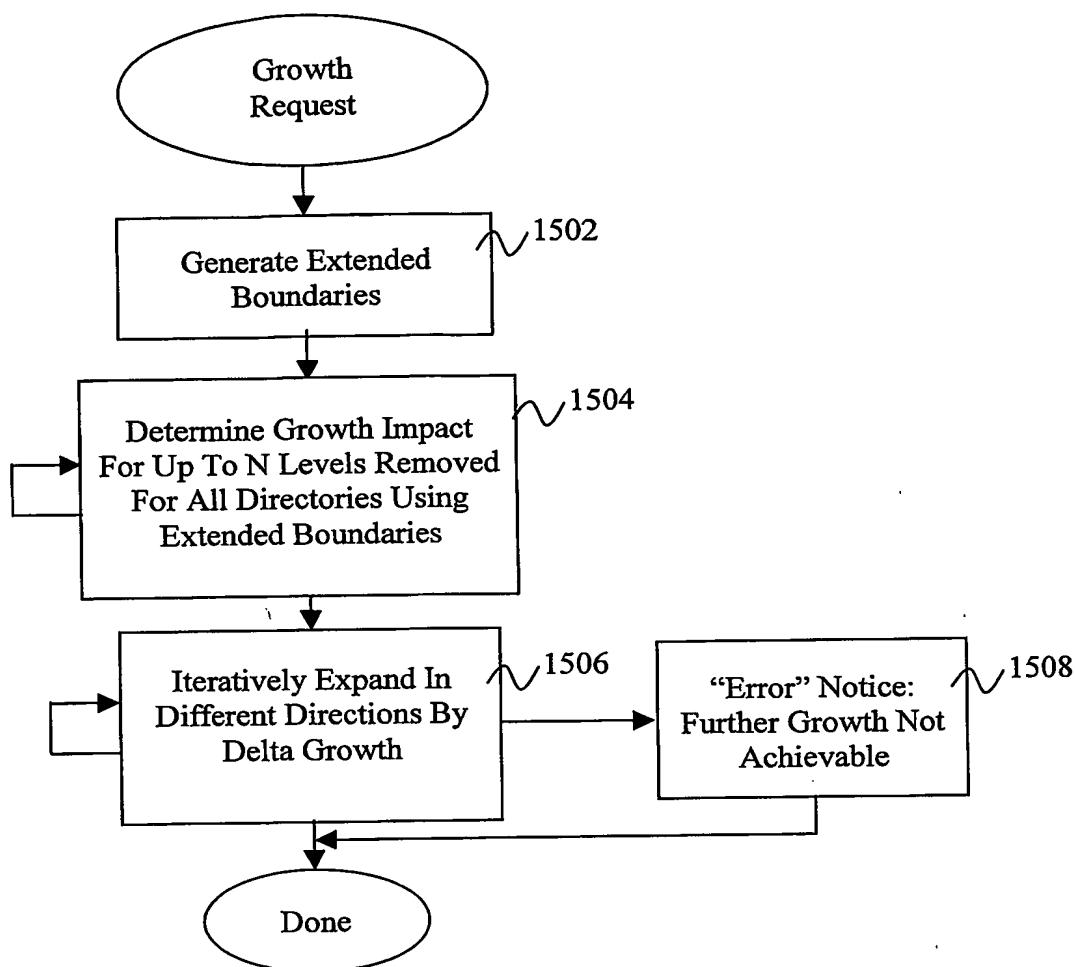


Figure 15

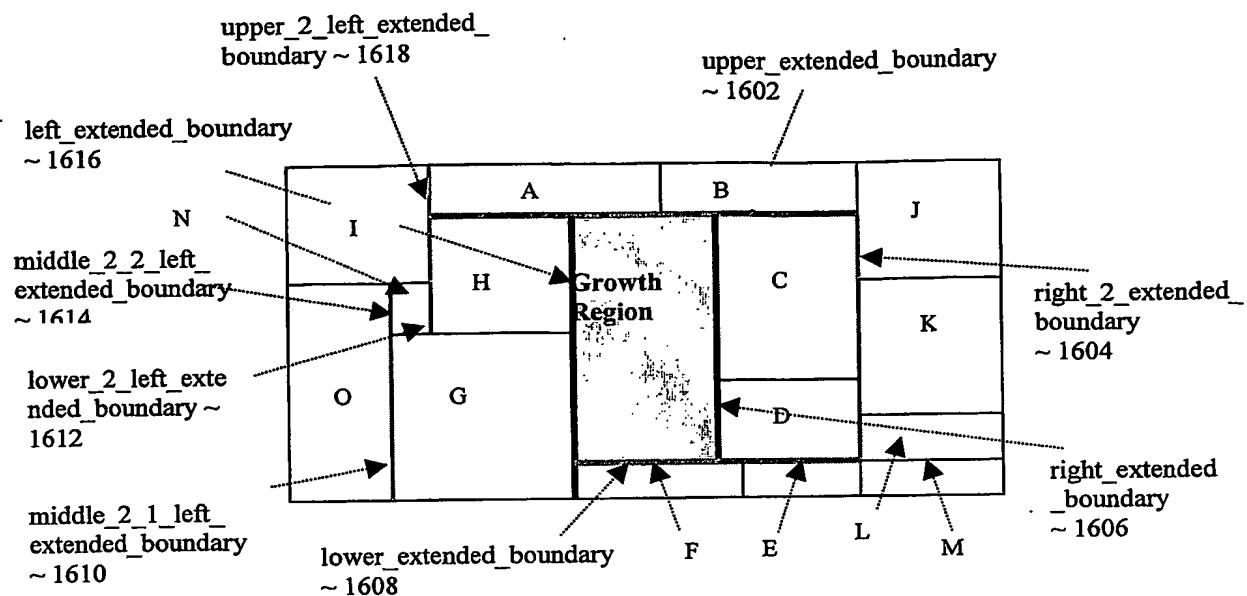


Figure 16

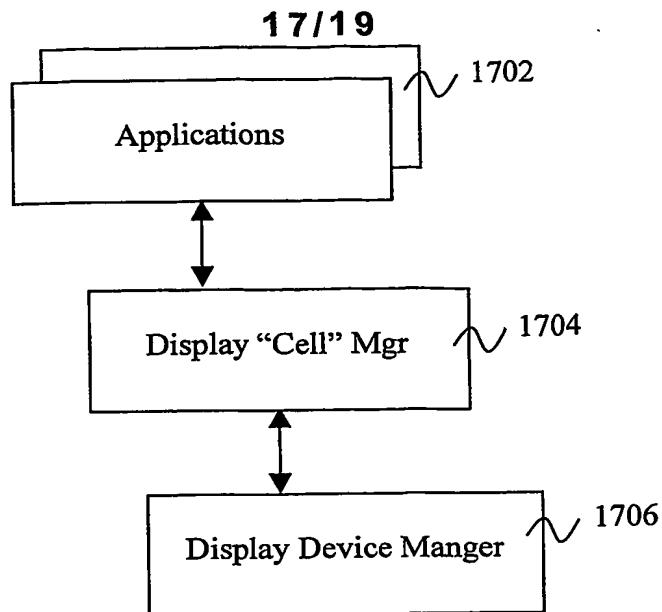


Figure 17a

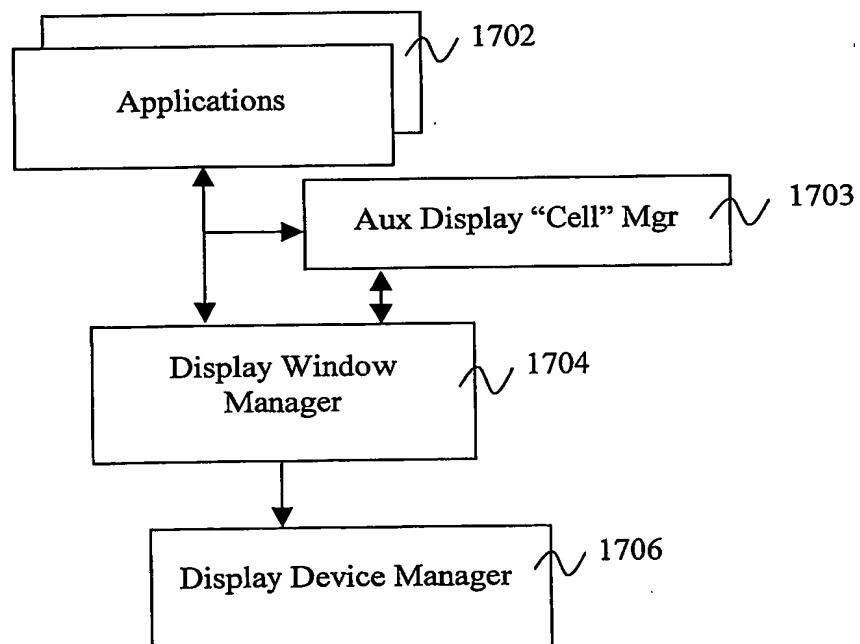


Figure 17b

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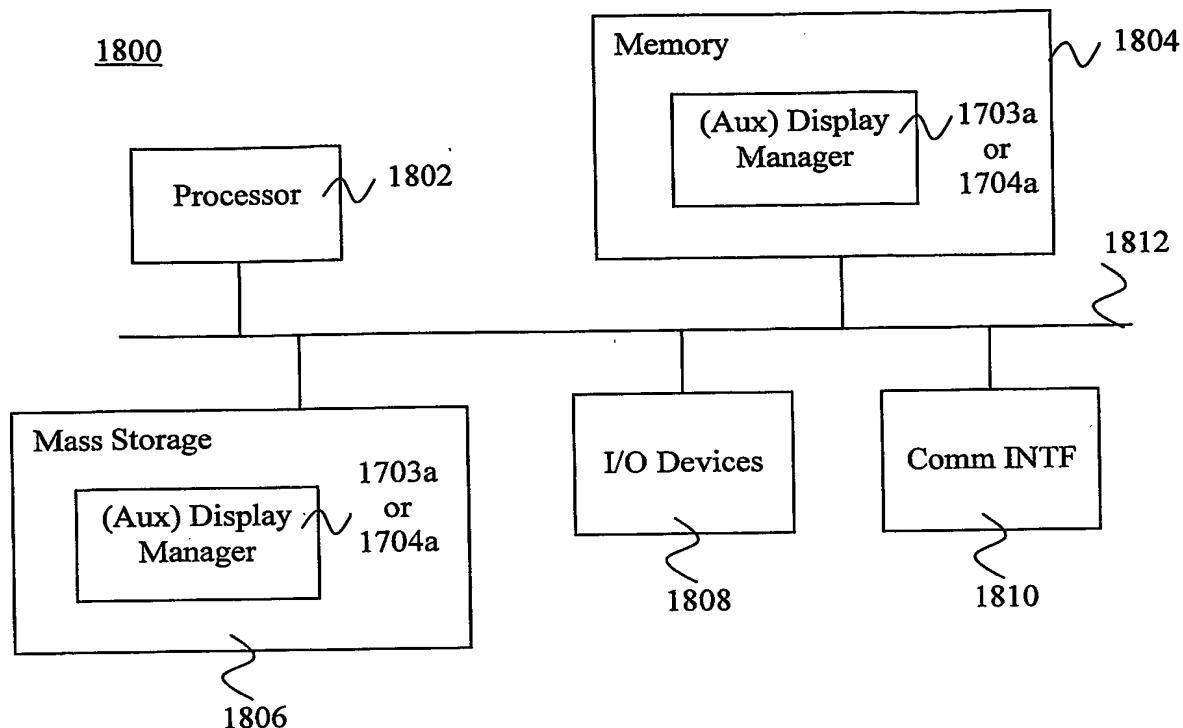


Figure 18

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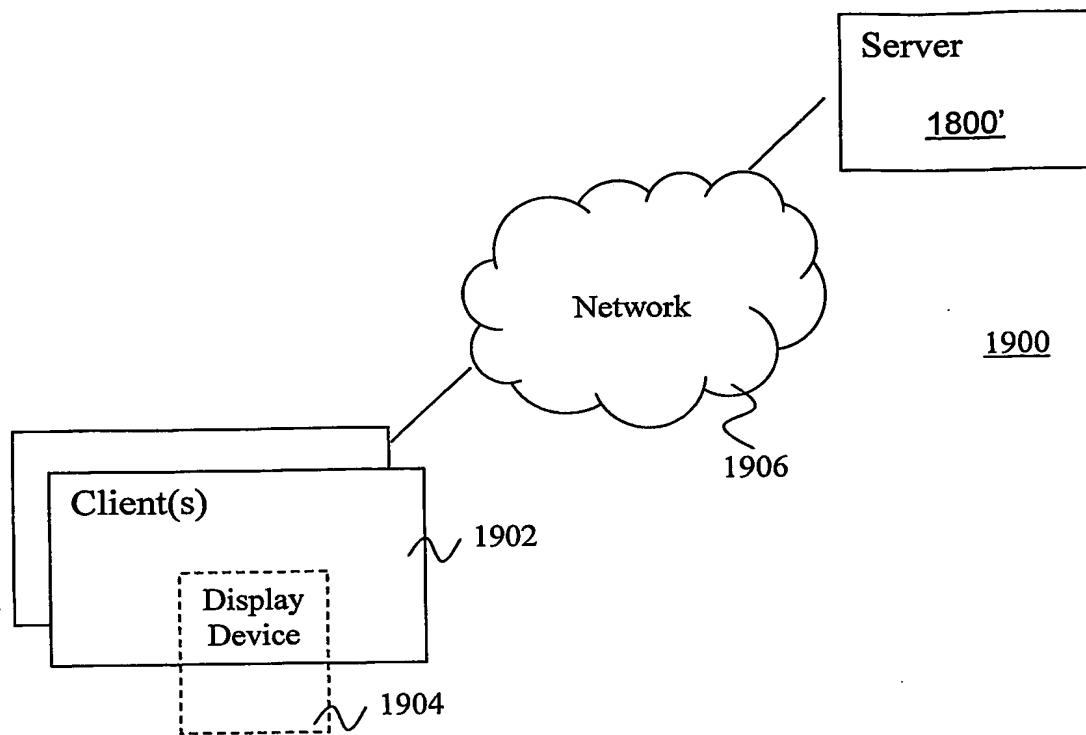


Figure 19